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Mild Violence



“What if everything you see is more than what you see—the person next to you is a warrior and the space that appears empty is a secret door to another world? What if something appears that shouldn’t? You either dismiss it or accept that there is much more to the world than you think.”

Shigeru Miyamoto: Creator of Mario, Zelda, Donkey Kong and Pikmin.

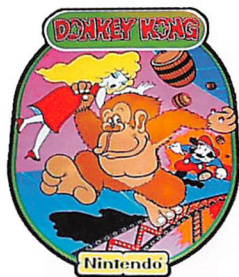
FLOWER POWER!

Nintendo Power Magazine is excited to introduce you to Pikmin—an incredible new game available exclusively for Nintendo GameCube. When the heroic Captain Olimar crash-lands far from home, help sprouts up in the form of eager little seedlings called Pikmin. With only 30 days to escape the planet, Olimar enlists the help of his leafy friends to gather his missing rocket parts. The clock's ticking . . . are you ready?



THE MASTER

For two decades, Nintendo's master game designer, Shigeru Miyamoto, has been entertaining the world with his artistic approach to video game design. He is responsible for inventing industry icons such as Mario, Donkey Kong, Zelda and many more. Mr. Miyamoto's success lies in his creative ability to intertwine solid game play mechanics, interesting characters and engrossing story lines. Simply put, Shigeru Miyamoto knows how to make games that are fun to play. His latest creation is Pikmin, a genre-breaking masterpiece available exclusively for Nintendo GameCube.



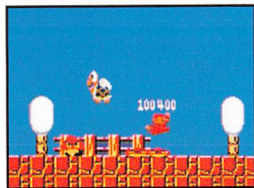
1981

Mr. Miyamoto first captured the world's imagination with an arcade game called Donkey Kong. The addictive game play and quirky characters (including a soon-to-be-famous plumber) made Donkey Kong a huge hit.



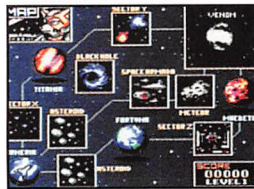
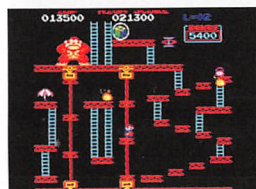
1985

Heralded by many as the most popular game of all time, Super Mario Bros. for the original Nintendo Entertainment System introduced players to a magical world filled with mushrooms, stars and secrets.



1993

Star Fox was the first Super NES game to use the graphics-enhancing Super FX chip. Players controlled an ace pilot named Fox McCloud in an action-packed mission featuring amazing graphics.





1996

By the mid-'90s many of Mr. Miyamoto's characters had become household names. With the release of Super Mario 64, players were wide-eyed as they guided Mario through stunning 3-D environments for the first time.



1998

Yoshi was a big star on the Super NES, but Yoshi's Story for Nintendo 64 hurled the dynamo dino to new heights. Mr. Miyamoto expertly mixed 3-D graphics with side-scrolling game play to create one of the most visually stunning games ever.



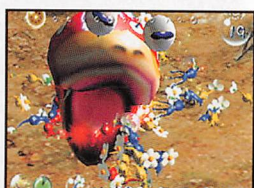
1998

With The Legend of Zelda: Ocarina of Time, Mr. Miyamoto once again proved his ability to intertwine an intricate plot with innovative game play elements.



2001

Now, Nintendo's legendary game designer ushers us into the era of Nintendo GameCube with a brand-new masterpiece called Pikmin. Like the games before it, Pikmin reflects Mr. Miyamoto's imagination, creativity and unique outlook on life.



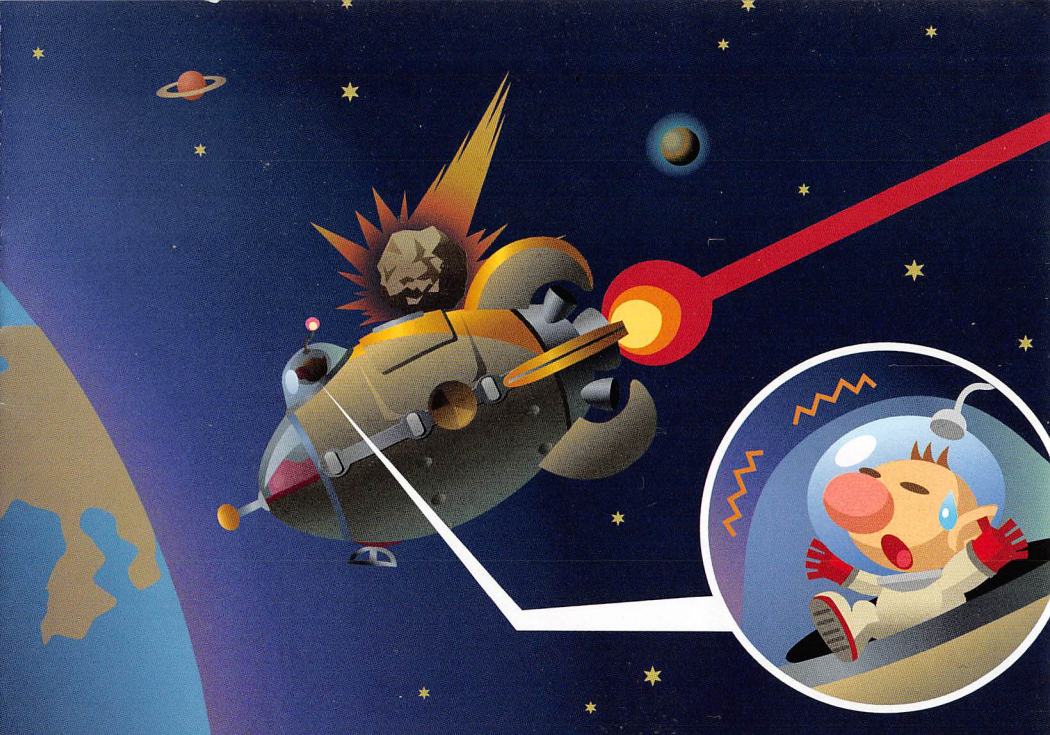
FROM SHIPWRECKED . . .

Intergalactic space courier Captain Olimar was supposed to be on vacation, but a wrong turn into a hurtling meteor quickly jettisoned the rocketeer's hopes for rest and relaxation. The cosmic collision rerouted Olimar's spaceship, the *Dolphin*, on a direct course for an unknown planet, and the rocket's high-speed entry into the alien atmosphere ripped the ship to shreds.

When Captain Olimar awoke among the wreckage, he found himself in a world where everything seemed eerily oversized. The planet wasn't the vacation hot spot he was hoping to reach, and Olimar would fall victim to the unhealthy atmosphere if he didn't blast off soon.

According to the captain's calculations, the *Dolphin* lost 30 rocket parts in the crash and his life-support system contained about a month's supply of energy. With 30 days to retrieve 30 rocket parts, Olimar needed some help, and he found it in the form of friendly alien seedlings he named Pikmin.





... TO SHIPSHAPE

The Pikmin grew from the ground like plants. Captain Olimar could cultivate a crop of them by finding items that produced Pikmin seeds. Pikmin sprouted with leaves, buds or flowers on their heads, and the helpful creatures came in different colors and had different abilities.

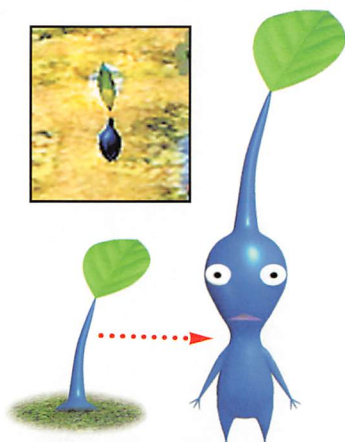
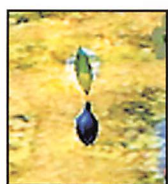
The captain could command an entire garden of Pikmin, and they'd do whatever he ordered. Captain Olimar could lead the Pikmin across uncharted lands, and they'd follow. If he wanted them to tackle one of the planet's exotic beasts or blaze a path so he could lead them to his rocket parts, they'd happily oblige.

Olimar found exactly what he needed on his botched holiday: little helpers who'd carry out his tasks. He was taking time off from work, after all. It was just that his vacation was turning into a daring survival mission, too.

PIKMIN ROCK!

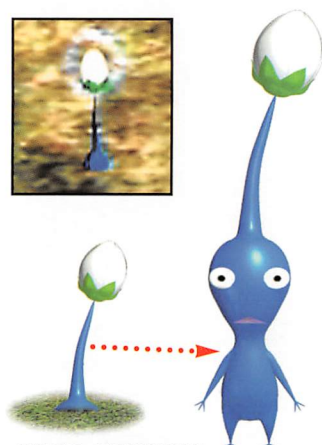


When the game begins, Captain Olimar is in bad shape. No ride, no money and no friends. Luckily, his ship has crash-landed on a planet inhabited by Pikmin. The plantlike creatures appear to be cute and harmless, but Olimar learns that they're strong in large numbers and more than willing to fight! Soon, Olimar has a huge posse of Pikmin pals.



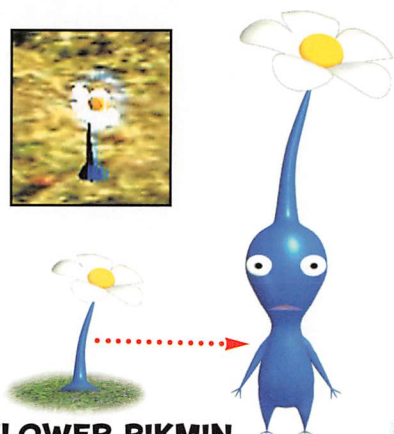
LEAF PIKMIN

Pikmin grow from seeds planted in the ground. When a seed sprouts, Captain Olimar can pick it to harvest a Pikmin. Even freshly plucked Pikmin are ready to work.



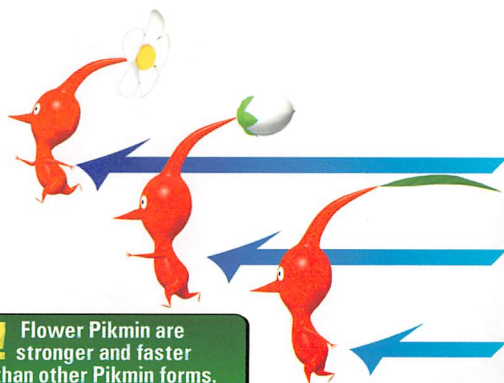
BUD PIKMIN

Power up your Pikmin! If a Pikmin sprout is left in the ground, it will eventually turn into a bud, then a flower.

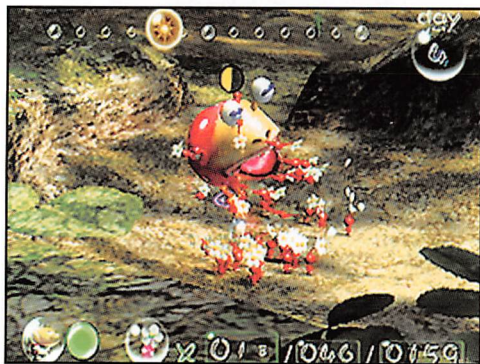


FLOWER PIKMIN

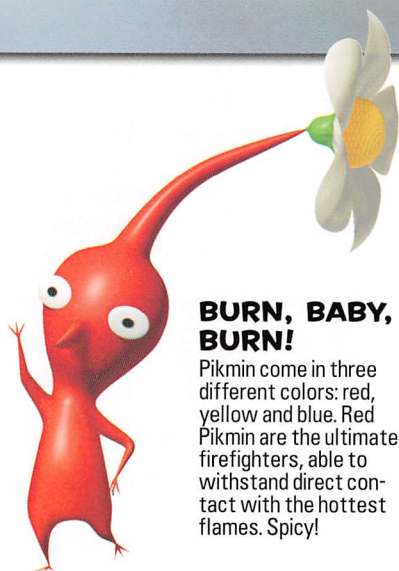
Flower Pikmin are totally buff. Any Pikmin will instantly turn into a flower Pikmin after slurping up a glob of delicious golden nectar. It's a Pikmin delicacy!



! Flower Pikmin are stronger and faster than other Pikmin forms. Don't let the peaceful daisy fool you—those petals pack quite a punch!



Red Pikmin can take the heat. They'll walk through flames, dish out damage and live to tell the tale. They're also your strongest fighters, so gather a group of red Pikmin when it's time to wreak havoc on a particularly tough enemy.

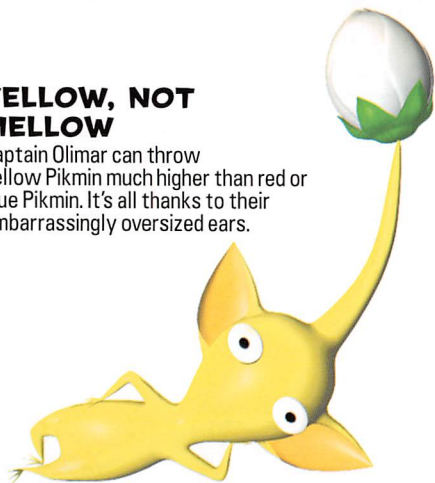


BURN, BABY, BURN!

Pikmin come in three different colors: red, yellow and blue. Red Pikmin are the ultimate firefighters, able to withstand direct contact with the hottest flames. Spicy!

YELLOW, NOT MELLOW

Captain Olimar can throw yellow Pikmin much higher than red or blue Pikmin. It's all thanks to their embarrassingly oversized ears.



Don't let stone walls get in your way! Yellow Pikmin have an instinctual urge to grab explosive bomb-rocks, so put your yellow pals to good use by tossing them at stone barricades.



No need for safety vests here. Blue Pikmin love to hop in the drink, whether it's to grab a rocket part or to beat a bullying bad guy into submission. They're like the Navy SEALs of the Pikmin universe.



BLUE TO THE BONE

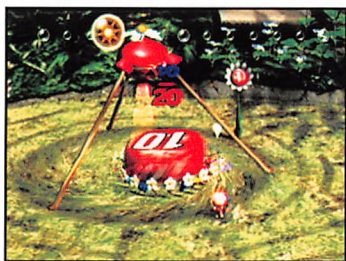
Blue Pikmin are seriously strong allies. They're the only Pikmin that can swim, which gives them access to areas off-limits to other Pikmin.

PIKMIN PLUCKIN'

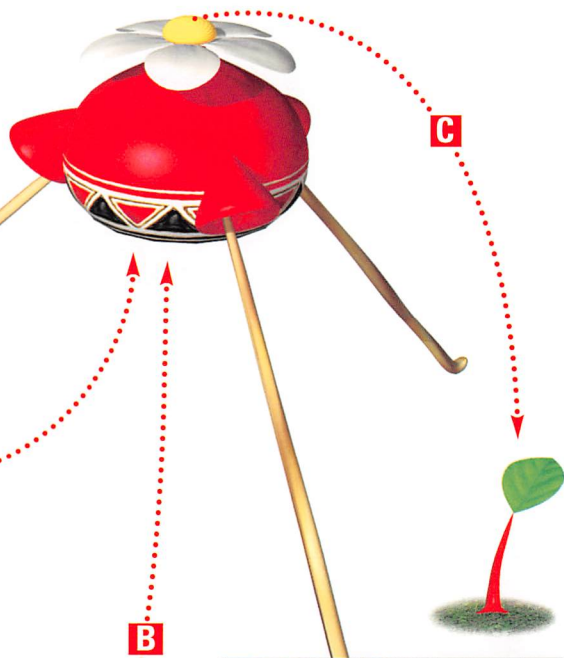
If you want to help Captain Olimar escape with his life, you'll have to generate a huge crew of Pikmin comrades. You can control up to 100 Pikmin at a time and store an infinite number of reserve Pikmin in plush spaceships called "onions."



A The planet is crawling with natural Pikmin predators. Command your fearless Pikmin to attack, then gleefully carry the defeated enemies back to the onion to generate new Pikmin.



B Pulverized predators aren't the only Pikmin-producing items in the game. Haul multicolored pellets to the onion to produce Pikmin seeds.



C Once you get the hang of it, producing Pikmin is a breeze. Deliver fallen foes and pellets to the onion to produce Pikmin seeds and then pluck your new Pikmin from the ground when they sprout. It's the miracle of Pikmin life!

PELLETZER PRIZE

You'll find pellets after defeating enemies or chopping down flowers, or sometimes they're just lying around.



Like ants, Pikmin are able to carry many times their own weight. The number displayed on pellets lets you know how many Pikmin it takes to carry them back to the onion. Pellets come in three colors and in many different sizes.

GET GREEDY!

Maximize the number of Pikmin seeds you get for each pellet by delivering blue pellets to blue onions, yellow pellets to yellow onions, and red pellets to red onions. If the colors match, you'll earn more seeds! Pikmin will deliver an item to the onion that matches their color, so assign your workers carefully.



RED ONION



YELLOW OR BLUE ONION



LET'S GET BUSY!

Like bossing people around? Then Pikmin is for you. For some reason, Pikmin feel compelled to do whatever Captain Olimar instructs them to do. Working together, they can build bridges, move boxes, destroy walls and attack enemies.



WHISTLE WHILE YOU WORK

Controlling Pikmin is easy. Blow your whistle to get their attention—they'll start following you around like devoted pets. Once you order a group of Pikmin to perform a task, they'll keep working whether or not you're around to supervise.



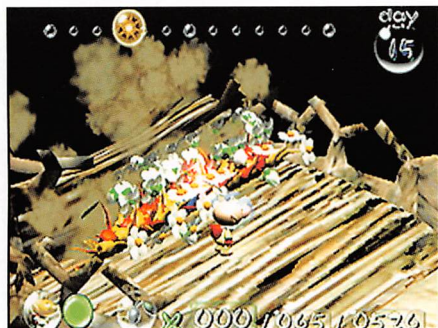
FLINGIN' FUN

There are two ways to command Pikmin. Captain Olimar can either throw individual Pikmin near a job or march a large group of Pikmin directly into an object or enemy. Either way, the Pikmin will automatically start working.



PUMMELING PREDATORS

Pikmin can put up quite a fight, so let Olimar's little helpers do the dirty work. Throw Pikmin at enemies or march them toward monsters to begin a battle.



BUILDING BRIDGES

Pikmin can cross gaps or climb to isolated places by fashioning a bridge or ladderlike pole from bundles of twigs and sticks.



CARRYING CARGO

Use Pikmin to transport items, such as rocket parts. The number of Pikmin required to move an item will appear when a Pikmin tries to pick it up.



DESTROYING GATES

Gates made of stone or wood often stand in your way. Only bomb-rocks can destroy stone gates, while Pikmin can slap wooden ones to shreds.



PUSHING BOXES

If a cardboard box is blocking your way, put your Pikmin on the job. At least 10 Pikmin are required to move a box.

ALL IN A DAY'S WORK

Captain Olimar has only 30 days to find 30 rocket parts scattered over five sprawling environments. To survive, you have to keep an eye on the clock and learn to use Pikmin efficiently. Here are some examples of the things Olimar can do in a single day.



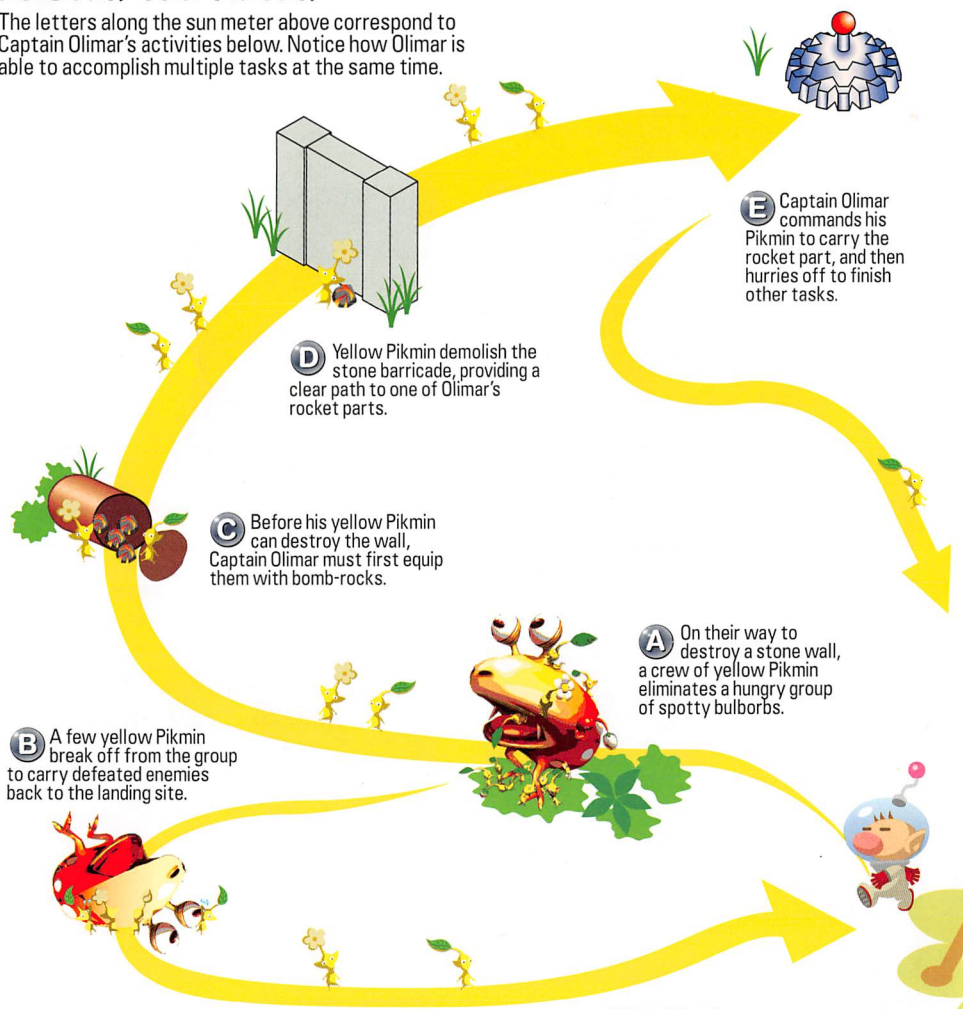
A

B

C

MASTER THE METER

The letters along the sun meter above correspond to Captain Olimar's activities below. Notice how Olimar is able to accomplish multiple tasks at the same time.



B A few yellow Pikmin break off from the group to carry defeated enemies back to the landing site.

C Before his yellow Pikmin can destroy the wall, Captain Olimar must first equip them with bomb-rocks.

D Yellow Pikmin demolish the stone barricade, providing a clear path to one of Olimar's rocket parts.

E Captain Olimar commands his Pikmin to carry the rocket part, and then hurries off to finish other tasks.

A On their way to destroy a stone wall, a crew of yellow Pikmin eliminates a hungry group of spotty bulborbs.

START

Everything begins and ends at the landing site. This is where you gather your Pikmin for a hard day's work.

SUN METER

It's too dangerous to work at night, so you have to get your work done during the day. When the sun icon moves to the right side, the day will end.

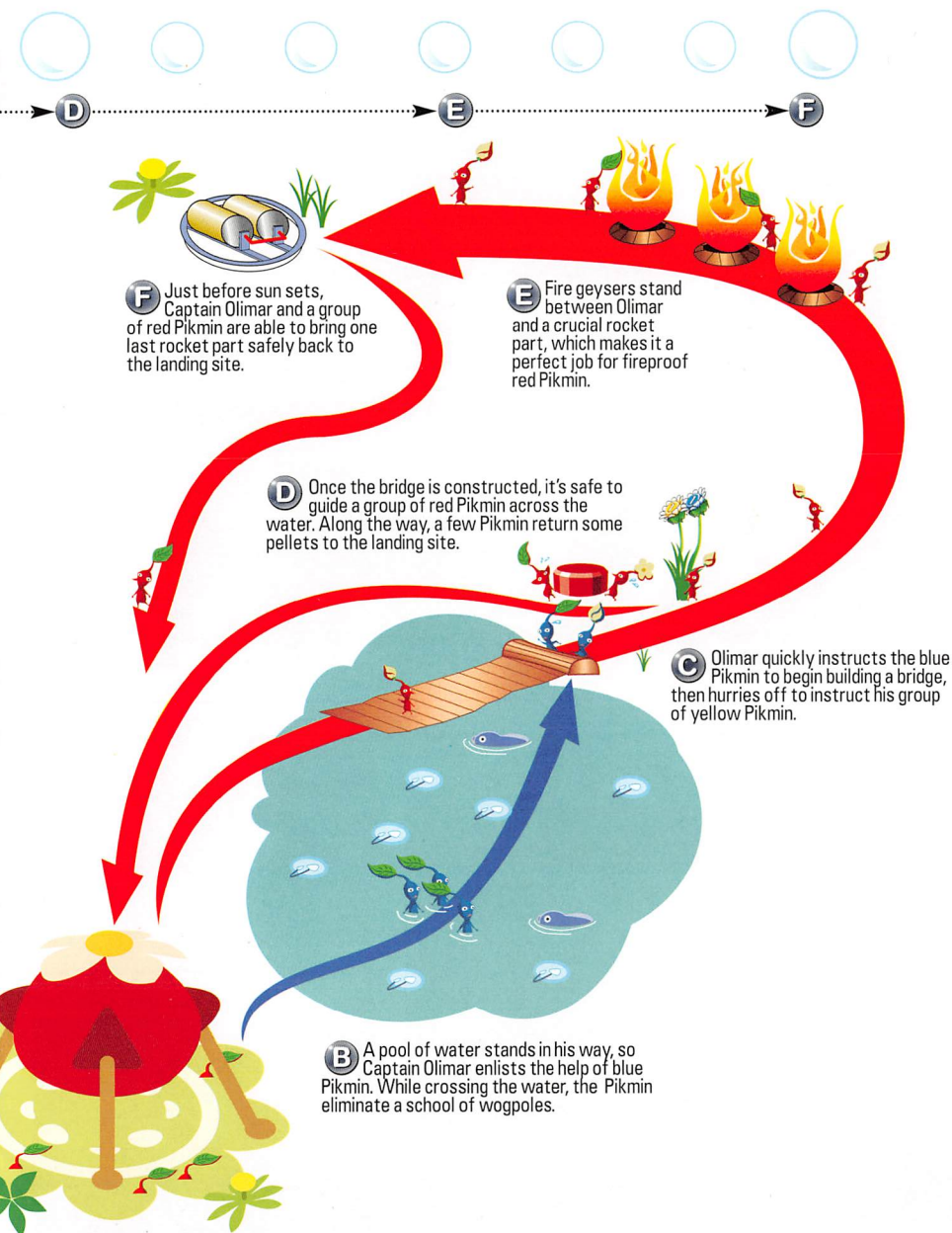
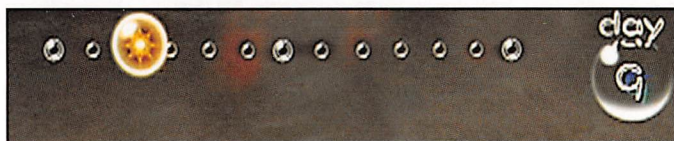


PHOTO ALBUM

Tapping into the awesome power of Nintendo GameCube, Pikmin features incredible graphics and amazing visual effects. Photo-realistic environments bring the game to life with eye-popping results.



Pikmin navigate a steep ledge by climbing a stick.



Even the most beautiful discoveries hold hidden dangers.



A bird's-eye perspective provides an amazing view.



If you get too close to a puffy blowhog, you'll pay the price.



Only blue Pikmin can swim.



A successful day of hunting...



Pikmin live in odd ships called onions.



Spotty bulbears get their grub on.



Yellow Pikmin and fire don't mix.

FIELD GUIDE



Captain Olimar encounters many unfamiliar beasts during his adventure. Unlike the friendly Pikmin, most other creatures he encounters aren't very nice. Usually, they're just really hungry. This Field Guide reveals some of the native wildlife in the Pikmin world, but it really only scratches the surface of the planet's complex biodiversity. The creatures aren't bordering on extinction, so don't feel bad about exterminating them!



Armored Cannon Beetle

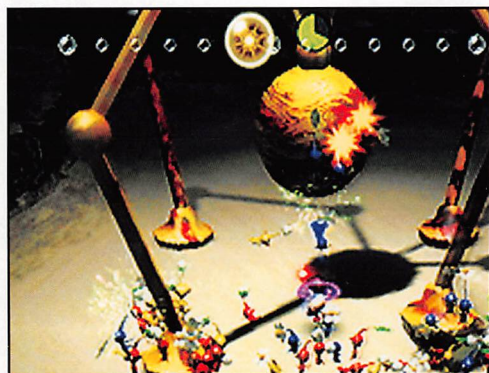
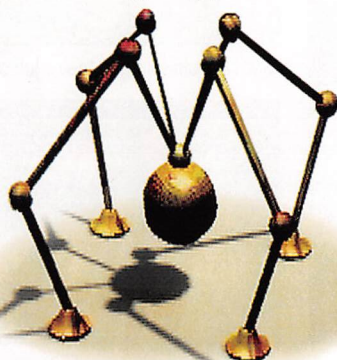
('är-mərd 'ka-nən 'bē-təl)



Pikmin look absolutely tiny compared to this fierce rock-hurling foe. Even when they're vastly outsized, Pikmin can overpower the largest beasts if they work together.

Beady Long Legs

('bē-dē 'lòng 'legz)



Eerily missing anything that resembles a head, this spiderlike creature is capable of stomping large numbers of Pikmin into oblivion with its four pile-driving legs. Its only vulnerable spot is its round body.

Breadbug

('bred-hæg)



The breadbug is a scavenger and competes with Pikmin for food. Its thick hide protects it from most Pikmin assaults, but it prefers not to feed on live food sources.

Burrowing Snagret

('bær-ō-wing 'sna-græt)



Snagrets usually hang out in groups of three, and their agile beaks are capable of plucking up devastating numbers of Pikmin. When attacked, they temporarily retreat underground.

Fiery Blowhog

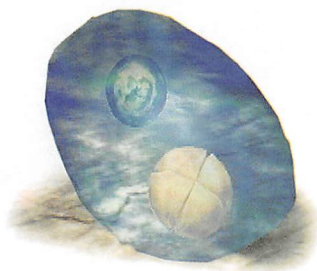
('fī-ə-rē 'blō-häg)



Only red Pikmin are safe from the fiery blowhog's flaming breath. Blue and yellow Pikmin that stray too close are burnt to a blackened crisp. Attack these creatures from behind with a large group of red Pikmin.

Goolix

('gü-likes)



This mysterious creature consists of dual nuclei contained within a slimy water-filled membrane. Only water-resistant blue Pikmin are able to penetrate the membrane and dole out damage.

Honeywisp

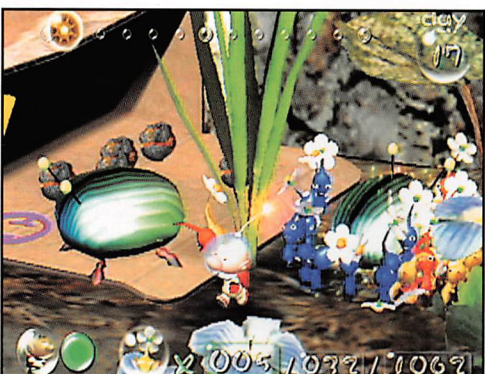
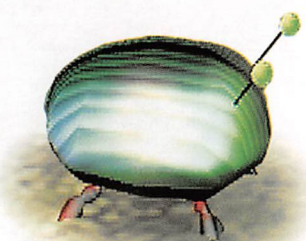
('hə-nē-wisp)



Large drops of nectar form on the tails of honeywisps. Tossing Pikmin at these floating creatures causes them to release their nutrient-rich cargo, which transforms leaf Pikmin into flower Pikmin.

Iridescent Flint Beetle

('ir-ə-'de-s'nt 'flint 'bē-t'l)



Pikmin hold a deep hatred for flint beetles. Whenever they spot their shiny shell, they become possessed by rage and will attack without being commanded to do so. Usually, their efforts are unsuccessful.

Pearly Clamclamp

('pər-lē 'klam-klamp)



Pearly clamclamps survive on instinct. If a Pikmin touches its sensitive tongue, it slams shut and slowly grinds away at an easy meal. Clamclamps produce pearl-like orbs that you can cash in for 50 Pikmin seeds.

Puffstool

('pəf-stül)



This fearsome fungus releases spores that can take over the central nervous system of Pikmin. Infected Pikmin immediately go insane, ruthlessly attacking Captain Olimar.

Puffy Blowhog

('pə-fē 'blō-häg)



Puffy blowhogs don't like company. When threatened, they exhale powerful gusts of air that can blow the petals right off your Pikmin. When a blowhog is floating above water, attack it with blue Pikmin.

Shearwig

('shir-wig)



Shearwigs emerge from underground when Pikmin are near. They feast upon Pikmin until attacked, and retreat to the safety of the sky to regroup. Toss Pikmin at airborne shearwigs to knock them down.

Spotty Bulbear

('spä-tē 'bül-bar)



Physically similar to spotty bulborbs, bulbears are actually much stronger than their red-and-white cousins. Their passion in life? Sleeping—and eating scores of delicious Pikmin.

Spotty Bulborb

('spä-tē 'bül-bōrb)



These nocturnal creatures are very common. Capable of surviving in a variety of habitats, bulborbbs spend nearly all of their time searching for food. Their favorite meal? Raw Pikmin, of course.

Swooping Snitchbug

('swü-ping snich-bæg)



The annoying snitchbug loves to swoop down from the sky and snatch up unsuspecting Pikmin. Instead of eating them, the bug mysteriously replants the Pikmin in inconvenient locations.

Water Dimple

('wö-tər 'däm-pəl)



Water dimples have huge jaws—perfect for swallowing large numbers of Pikmin in a single gulp. Making matters worse, these creatures travel in schools and patrol waterways crucial to Captain Olimar's mission.

Wollywog

('wa-lē-wäg)



Wollywogs appear in two varieties: white and yellow. Neither type considers Pikmin to be a food source, but both are equally quick to pounce on any creature caught too close to its personal space.

CHALLENGE MODE

Even if you've recovered all 30 of Captain Olimar's rocket parts and managed to escape the planet, your fun with Pikmin isn't over. An awesome bonus feature called Challenge Mode ensures that you don't get too lonely without your Pikmin pals.

POPULATION PERPETUATION

As soon as you've met all three colors of Pikmin in the normal 30-day adventure, Challenge Mode will appear as an option on the main menu. In Challenge Mode, you race against the sun to see how many Pikmin you can create before the sun sets. You can try to harvest a bumper crop of Pikmin in any of the five areas from the main adventure, but only the locales you've unlocked during your 30-day mission will be available as challenges. Compete against yourself, or compare your highest scores with your friends to see who is the best promoter of prolific Pikmin population growth!



LONGER DAYS

The days last longer in Challenge Mode than in the main adventure. Even so, you'll have to work fast to pump up your high score.



MAP CHANGES

What makes Challenge Mode especially cool is that the areas have been slightly modified. Gate and bridge locations are all mixed up.



PRIME PIKMIN

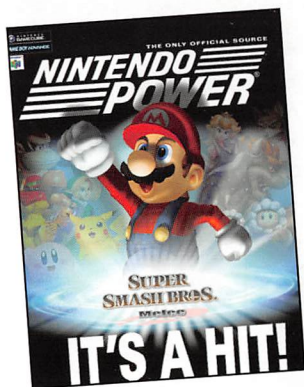
You'll start the day with a fixed number of Pikmin sprouts that are ripe for the picking. Pluck the Pikmin out of the ground and get to work!



SURPRISE ENEMIES

You never know what kind of predators you'll encounter in Challenge Mode, because enemies pop up in places where they didn't appear before.

CAN YOU DIG IT?



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BEHIND THE SCENES

After creating such classics as Mario, Donkey Kong and the Legend of Zelda series, Nintendo's Shigeru Miyamoto planted the seeds for a new game—Pikmin. Nintendo Power magazine gets to the root of the game in the following excerpt from an exclusive interview with Mr. Miyamoto and the Pikmin development team. The full interview appears in the official Nintendo player's guide.

NP: Did you have the idea for this “plant-type” of character from the beginning?

MIYAMOTO: No. It was completely different at the beginning of the testing stages. We called them Adam and Eve.

HINO: When the designers had a discussion about the characters, we thought it might be better to use a simple design so we could show a lot of them at once. So we created characters that had a ball for a body and eyes and a nose. Maybe it's difficult to imagine...

MIYAMOTO: Some toys have that kind of shape. A fuzzy ball...

NP: And their names were Adam and Eve. There are only two characters at the beginning, but their numbers increase gradually, right?

MIYAMOTO: Something like that.

NP: You're showing a lot of characters on the screen at the same time and they're all moving, so what would players make them do?

MIYAMOTO: At the beginning, the idea was just to look at their life. I thought it was an interesting idea from a producer's point of view. “Watch their life” was the theme. Give them love or make them fight. Act like God. Depending on the decisions, they could make a nest and have children. While we were moving toward that theme, we faced a problem: What is the goal? The process got me more involved in the game. There was a kind of desire to control a big group of characters by using the newly developed C Stick. After a while, that changed into the idea of grabbing and throwing characters. *(Laughs.)*



SHIGERU MIYAMOTO

Director & General Manager, EAD
(the Entertainment, Analysis & Development group at Nintendo)

Pikmin Producer
Birthday: November 16, 1952



SHIGEFUMI HINO

Planner, EAD

Pikmin Director
Birthday: March 13, 1966
Worked on Super Mario World,
Yoshi's Island, Yoshi's Story



MASAMICHI ABE

Planner, EAD

Pikmin Director
Birthday: January 24, 1969
Worked on 1080° Snowboarding



COLIN REED

Software Engineer, EAD

Pikmin Main System Programmer
Birthday: March 30, 1969
Worked on Wild Trax,
1080° Snowboarding

NP: The game plays out with action of all types. Did you intend to create an action game from the start?

MIYAMOTO: When you play this game, you control only Olimar, but you get the impression you're actually moving the Pikmin, don't you think? When you play Super Mario Bros., you control just Mario, but this game will leave you feeling like you're actually Olimar and you're controlling the Pikmin. I don't know any other game that can achieve such a feeling.

NP: Why did you choose a whistle sound for rounding up your Pikmin?

MIYAMOTO: That was my preference. I wanted the sound to be like a teacher at school. We took out the whistle for a while, but ended up bringing it back. I thought, "This must be a universal sound!" (*Laughs.*)

NP: Do teachers use whistles in England, too?

REED: Yes, they do. Even more so. I couldn't understand the significance of the chime sound that rings at sunset. That sound doesn't make sense to British people.

MIYAMOTO: In some rural areas of Japan, they use melodies to herald the coming of sunset.

NP: The first two stages of the game convey a strong, "backyard" feeling, but the next two stages have a grander atmosphere and don't feel like an adventure in a small world.

MIYAMOTO: Perhaps, because those two areas don't have objects like empty boxes or cans.

HINO: The Forest Navel was made for carrying parts across long distances. That's the reason for that type of setup.

NP: What was the inspiration for the enemy creatures?

HINO: We asked the designers to develop their concepts freely. We asked them to create things outside of nature. There are several creatures inspired by real ones.

ABE: When this was the primitive man's story, the spotty bulborb had the role of a mammoth. The bulborb is the only enemy creature we kept from the beginning of development.

MIYAMOTO: The primitive people are after something, but they get attacked by a giant bulborb. That was the original thinking behind the game.

NP: Is the ladybug the model for the bulborb?

REED: The bulborb is a bulborb. (*Laughs.*)

MIYAMOTO: The enemy creatures aren't frightening, but they became frightening once the programmers created creatures that eat Pikmin.

REED: The most frightening one was the creature that kept doing its own thing while keeping a Pikmin leg hanging out of the side of its mouth. (*Laughs.*) Of course, I removed it.

NP: This game seems to emphasize planning and arranging things so you can carry rocket parts, but it seems light on puzzle aspects. Was that your intention?

MIYAMOTO: We thought about including more puzzle elements, but I thought that it would become too much of a "game" if we brought too much of that in. Actually, at one point, we were headed in that direction, but I adjusted it in later stages of development. I wanted to make an environment where the part locations seemed as natural as possible. If we developed a game like "The 500 Difficult Tasks of Pikmin," I could add more puzzles, but Pikmin is an "AI Action Space Fantasy" this time. (*Laughs.*)


NP: Pellets pop out once creatures are defeated. Isn't that forcing things a bit? (*Laughs.*)

HINO: The creatures ate them. (*Laughs.*) The reason a pellet comes out is that the things the creatures eat turn into lumps of nutrients and they stay in their stomach.

NP: Are you thinking about a sequel?

MIYAMOTO: I have no idea what kind of sequel we could create. I would like to raise Pikmin to the same level of popularity as Mario. I will try many ideas. I have a lot of ideas that I couldn't use this time around.

NP: For example?

MIYAMOTO: It's a secret. (*Laughs.*) I think we'll see a lot of the same types of games around Christmas 2002. I am thinking of another idea that would be altogether different. 



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